

Major Arcana		
Path to the big journey of Life		
I	The Fool	New Beginning
II	The Magician	Manifestation
III	The High Priestess	Intuition
IV	The Empress	Abundance
V	The Emperor	Order/stepping Up in Power
VI	The High Priestess/Hierophant	Wisdom
VII	The Lovers	Choices
VIII	The Chariot	Movement
IX	Strength	Inner Courage
X	The Hermit	Contemplation/Empowerment
XI	The Wheel of Fortune	Destiny
XII	Justice	Balance/Indecision
XIII	The Hanged Man	Limbo
XIV	Death	Transformation
XV	Temperance	Healing/Moderation/Balance
XVI	The Devil	Temptation
XVII	The Tower	Destruction
XVIII	The Star	Hope
XIX	The Moon	Illusion of Fears
XX	The Sun	Happiness
XXI	Judgement	Self-Reflection
XXII	The World	Regeneration/Lessons Learned/ Cycle Completion
0	The Fool (Optional)	New Beginning
Suits (Cups, Swords, Pentacles, Wands)		
What you bring to the story of Life		
Cups		
Ace of Cups	Self Love / New Love	
Two of Cups	Partnership	
Three of Cups	Reunion/Celebrations	
Four of Cups	Boredom	
Five of Cups	Sadness	
Six of Cups	Reflection	
Seven of Cups	Possibility/Illusion	
Eight of Cups	Change	
Nine of Cups	A Wish	
Ten of Cups	Completion	
Page of Cups	Imagination	
Knight of Cups	Proposals	
Queen of Cups	Sensitivity	
King of Cups	Understanding	
Pentacles		
Ace of Pentacles	Prosperity	
Two of Pentacles	Options	
Three of Pentacles	Recognition	
Four of Pentacles	Security	
Five of Pentacles	Abandonment	
Six of Pentacles	Generosity	
Seven of Pentacles	Potential	
Eight of Pentacles	Achievement	
Nine of Pentacles	Gratitude	
Ten of Pentacles	Luck	
Page of Pentacles	Opportunity	
Knight of Pentacles	Loyalty	
Queen of Pentacles	Kindness	
King of Pentacles	Trust	
Swords		
Ace of Swords	Victory	
Two of Swords	Conradads	
Three of Swords	Heartache	
Four of Swords	Recovery	
Five of Swords	Conflict	
Six of Swords	Calm / Travel	
Seven of Swords	Loss/Strategy	
Eight of Swords	Restrictions	
Nine of Swords	Anxiety	
Ten of Swords	Endings	
Page of Swords	Outspas/Getting Information	
Knight of Swords	Drama	
Queen of Swords	Resilience	
King of Swords	Ambition	
Wands		
Ace of Wands	Growth	
Two of Wands	Vision	
Three of Wands	Motivation	
Four of Wands	Reward	
Five of Wands	Competition	
Six of Wands	Success	
Seven of Wands	Endurance	
Eight of Wands	Travel	
Nine of Wands	Defense	
Ten of Wands	Responsibility	
Page of Wands	Creativity	
Knight of Wands	Activity	
Queen of Wands	Passion	
King of Wands	Practicality	